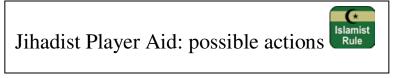


| Actions | Objectives | Where? | Prerequisites | Procedure |
|---------------|----------------------------------------------------------------------------------|---------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| War of Ideas | Improve alignment or governance • Improve GWOT | Neutral Muslim or Ally | OP >= governance If RC: 5 troops > cells OP >= governance | Roll on WoI table If success: If Neutral → Ally If Ally → improve governance If governance improves to good : remove RC, BR and Aid markers If failure by 1 pip: Place Aid marker (max 1/country via WoI) Roll on posture table |
| | Improve gwor Improve prestige | Muslim | gr y govername | • If result = US posture : +1 prestige |
| Disrupt | Remove cells Remove cadre Improve prestige | Non-Muslim (except Iran) or Ally or country with 2+ troops | OP >= governance Affects 1 cell Affects 2 cells if posture = hard Affects 2 cells and +1 prestige if 2+ troops | Activate cells If already active, remove cells If last cell removed: place cadre If no cell, remove cadre |
| Alert | Block a plot | Country with a plot | 3 OPs | Choose, look at and remove a plot If WMD: remove marker from game If plot: put back in available plots box |
| Reassessment | Change US posture | US | 2x 3 OPs | Flip US posture marker in the opposite box |
| Deploy | Deploy troops on map | To Muslim Ally or troops track | OP >= governance of target country | Move as many troops as desired from one location to target Muslim Ally or troops track |
| Regime change | Overthrow Islamist- Ruled country | Islamist-Rules country | US Posture = hard and use 3 OPs card | Deploy 6+ troops Activate all cells Country becomes Ally Roll governance Put Regime Change marker (green side) Roll prestige |
| Withdraw | Withdraw troops from Regime change country | Regime change country | US Posture = soft and use 3 OPs card | Withdraw as many troops as desired Remove Aid Place Besieged regime Roll prestige |
| Reserve | Add OPs to the OPs of a card | Reserve track | | Add reserved OPs to a card (to max 3 OPs) by emptying Reserve track, except for reassessment |



| Actions | Objectives | Where? | Prerequisites | Procedure |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------|----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Minor Jihad | Worsen governance (not to IR) Remove Aid marker | Non-IR Muslim with cells (except Iran) | Each roll needs a cell | For each roll, 1 cell must be activated if it was not already • Roll <= governance If success: Worsen governance one level + remove 1 Aid If failure: Remove one cell (no cadre if last cell removed) |
| Major Jihad | Establish IR | Non-IR Muslim with cells | 5 cells > troops | Activate all cells Proceed like Minor Jihad If Failure: remove one cell / die If Failure w/ 3 dice: shift 1 box toward Ally + place BR If 2 successes (or 1 success if BR in target country): Governance from Poor to IR Change Alignment to Adversary Remove RC, BR, Aid markers Add resources to Islamists If troops present: prestige drops to 1 |
| Recruit | Place cells on the map | Country with cells or cadre | Available cells on Funding track | Roll <= #Rec (trumps governance) Roll <= governance RC (automatic) IR (automatic) If success: Place sleeper cells and remove cadre |
| Travel | Move cells on mapFlip cells to sleeper | Any country | | Travel within same country (automatic) Travel to adjacent country (automatic) Roll <= governance of target country If success: Move cell and flip to sleeper If failure: Remove cell |
| Plot | Increase Funding Decrease prestige Worsen governance Remove Aid marker Change posture Win if WMD in US | Non-IR with cells | Each roll needs a cell | For each roll, 1 cell must be activated if it was not already ** First Plot of turn ignores US event : place card in 1st Plot box ** • Roll <= governance If success : place 1 Plot of value <= OPs (or WMD if available) face down in target country: |
| Reserve | Add OPs to the OPs of a card | Reserve track | | Add reserved OPs to a card (to max 3 OPs) by emptying Reserve track |